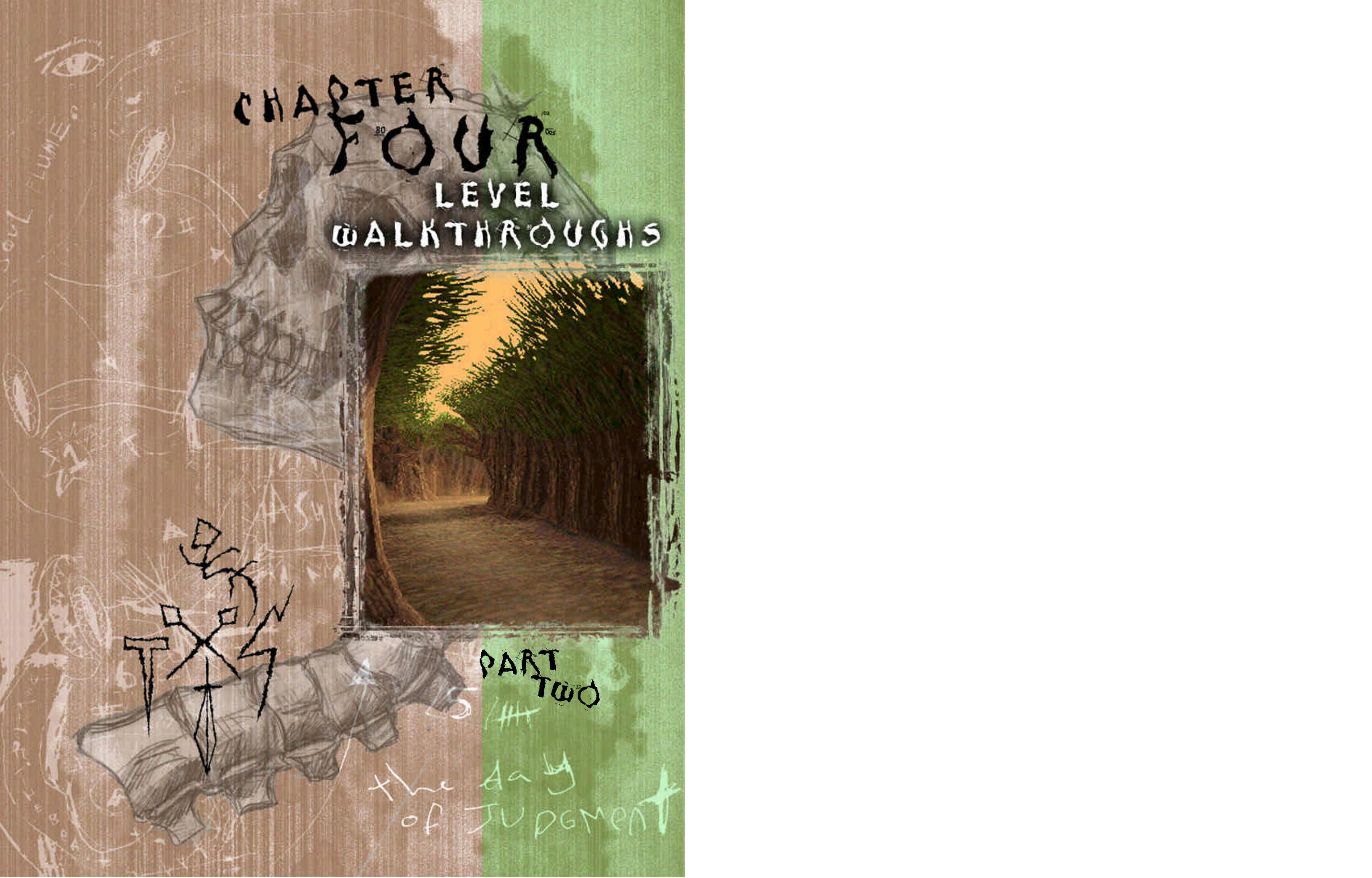


CHAPTER
FOUR
LEVEL
WALKTHROUGHS



PART
TWO

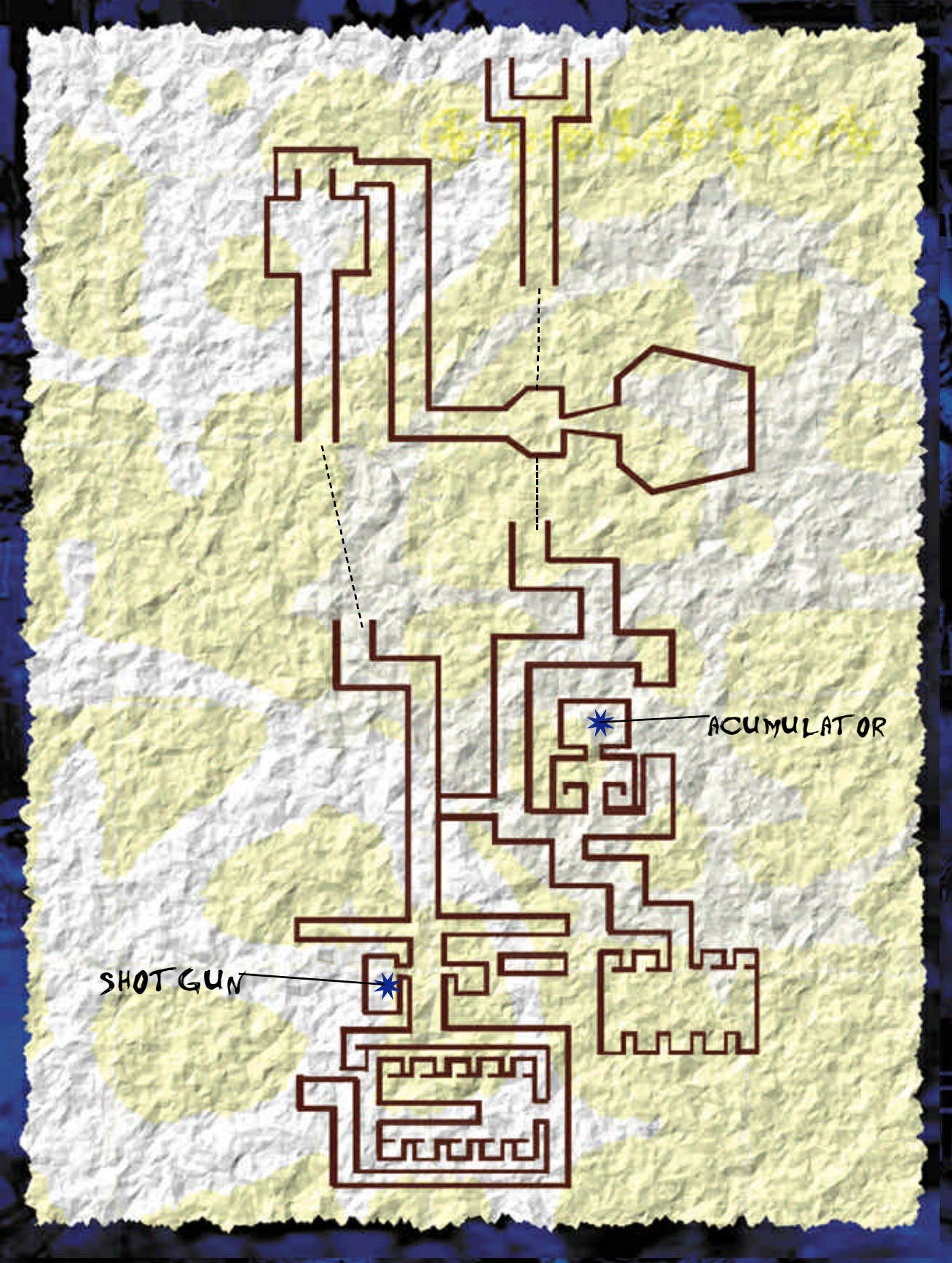
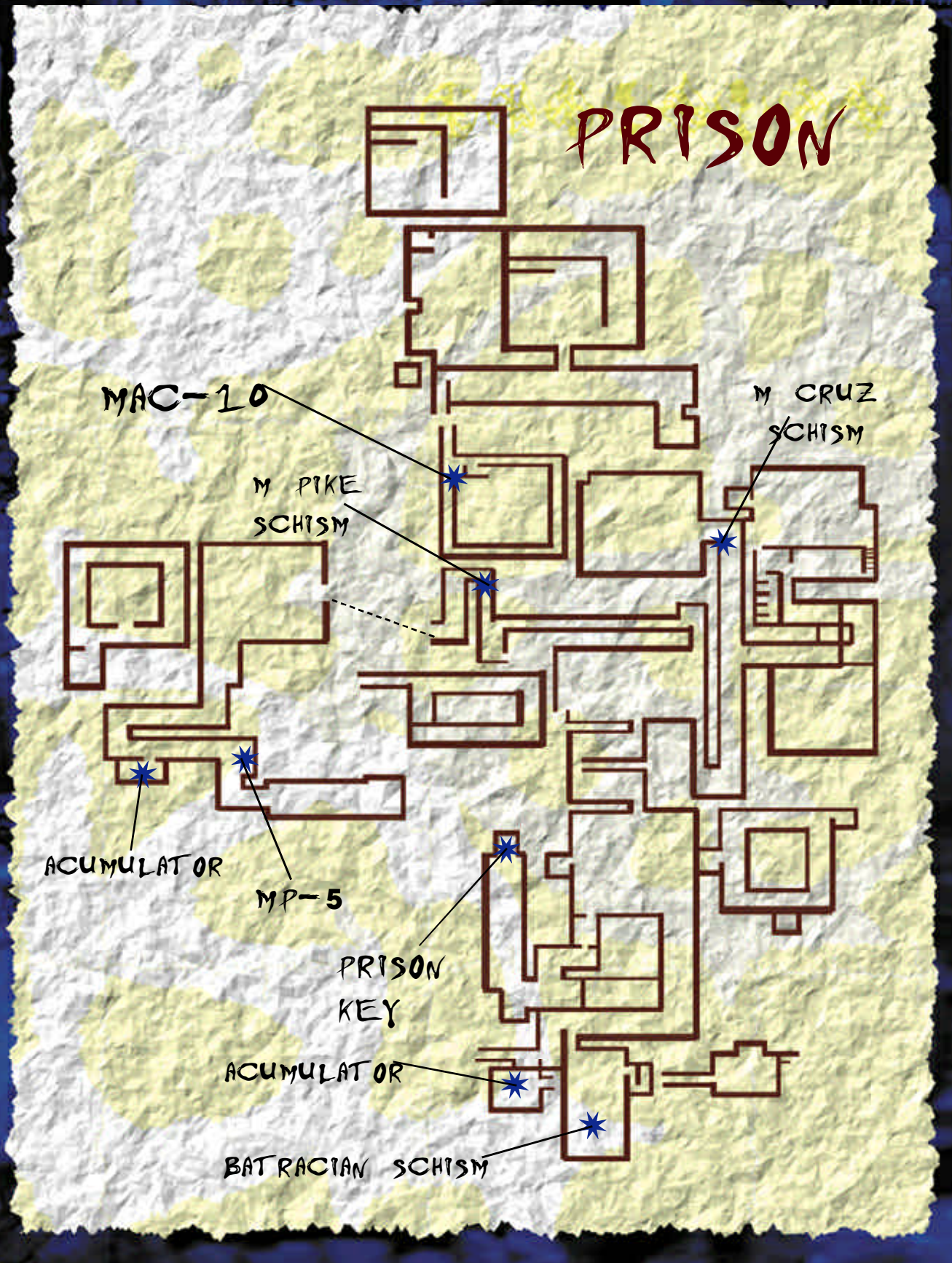
the day
of JUDGMENT



FIRST ENCOUNTERED - SHADOW LEVEL 3 - MINIMUM 7 DARK-SOULS

TEXAS PRISON

TEXAS PRISON



When you go to the entrance in the upper right-hand corner of the Cathedral of Pain, you'll be entering the element of Marco Cruz and Milton T. Pike. Marco, a maniacal disco-era throwback has an itchy trigger-finger that'll slice you up quick if you're not



fleet of feet. Milton, on the other hand, has the looks of an ex-Marine and the rough-n-toughness to match.



Both enemies will use cover to try and smoke you out, so your best option is to use the surrounding environment to your advantage. There are many supplies liberally spread out around his compound, so one of the best maneuvers you can pull here is finding the right storage container to climb upon, and hit them from above. If you've found the right box to stand on, both Serial Killers will have a hard time hitting you, making them virtual sitting-ducks.

You may notice their mysterious and monstrous "True-Forms" showing through from time to time, after bar-barring them with bullets. This is a hint that you won't be able to defeat them in their current states ... not until

you've eclipsed Deadside with the help of the L'Eclipser and returned to this area as Shadow-Man (right now you're simply Mike LeRoi). But more on that later!



When finished with Milton, you might want to explore his area for one of the Accumulators, plus the MP-909. In Marco's territory, when you're done



humiliating this pompous reject from the '70s, run up to the catwalk surrounding the area and head into the doorway. You'll pick up the 0.9-SMG, a dandy little weapon that'll come in handy in times of crisis. For the time being, you're finished here. Warp back to the Cathedral of Pain. When you're satisfied and have lis



tened to Marco's ravings or engaged in some merry banter with Milton T. Pike at least once, use Luke's Teddy Bear and head back to Nettie for a short, informative talk.

IN THIS SECTION, YOU SHOULD HAVE:
 -Tussled with either Milton T. Pike or Marco Cruz
 -Teddy Beared back to see Nettie
 Shadow Level 3,
 Total Dark Souls = 9

ANECTDOTE FROM ACCLAIM STUDIOS TEESSIDE
 The walking on hot coals sound effects were created using the sound of frying bacon and a normal dirt footstep noise.

TIPS FROM THE SHADOWMASTERS
TEXAS PRISON — Once you get the Key Card in the Prison, there might be things (or people) you can skip entirely. By the way, can you think of any reason to hold on to a severed hand?

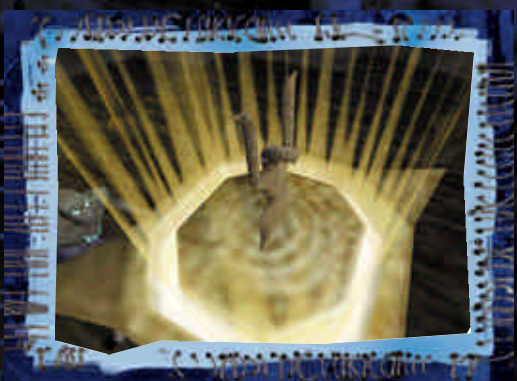
ANECTDOTE FROM ACCLAIM STUDIOS TEESSIDE
 The massive deep metallic straining noises heard in areas of the Asylum originally started out as a squeaky metal wheel sound.

FIRST ENCOUNTERED - SHADOW LEVEL 3 - MINIMUM 7 DARK-SOULS

Once you reach her in the Bayou Paradis level, Nettie will inform you about an item called L'Eclipser, a legendary Voodoo item comprised of three separate parts that will turn day into night. This is particularly useful to you since it effectively turns Liveside into Deadside, no matter where you are, enabling your transformation into Shadow Man and maybe just giving you the edge you need against those sickos you've just been tussling with in Liveside.



Obviously you can't open these gates right now. Instead, head left to the plated entrance and cross the cat-walk. Another passage down the Paths of Shadow ensues and sets you up for the next area.

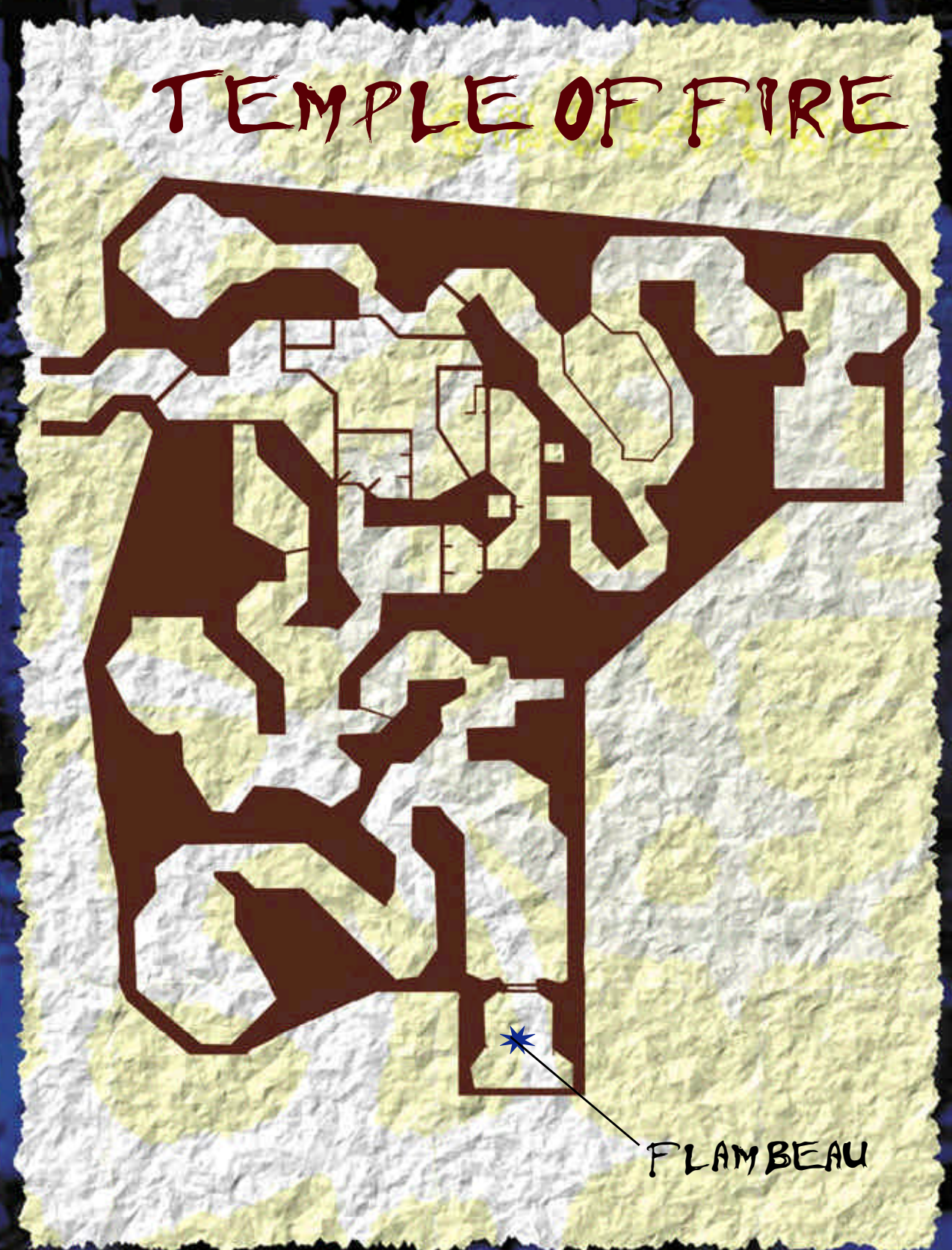


In case you're wondering where to start looking for the pieces of L'Eclipser, go talk to Jaunty at the Marrow Gates for some not-so-subtle hints. He'll tell you that the L'Eclipser lies in the Paths of Shadow. After speaking to Jaunty, use the Teddy Bear to get you straight to the Prophecy Chamber within the Paths of Shadow. Follow through the labyrinth through the Shadow-Level 2 Coffin Gate you opened earlier into the area containing a big pit and two Level 3 Coffin Gates. First open the Coffin Gate at the top of the pit. You'll find La Lune, the hilt of the L'Eclipser inside. Next, open the Coffin Gate in the pit itself. The path that stems from the gate will lead you down a long spiral descent. At the bottom you'll find a doorway that leads to two more Coffin Gates. Level 4 and Level 7!

IN THIS SECTION, YOU SHOULD HAVE:

- Visited Louisiana, had Nettie inform you about L'Eclipser
 - Visited the Marrow Gates, had Jaunty tell you L'Eclipser lies in the Paths of Shadow
 - Went further into the Paths of Shadow, Opened a Shadow Level 3 Coffin Gate
 - Obtained the first piece of L'Eclipser — La Lune
 - Opened a Shadow Level 3 Coffin Gate, followed it to Temple of Fire (Toucher)
- Shadow Level 3, Total Dark Souls = 9

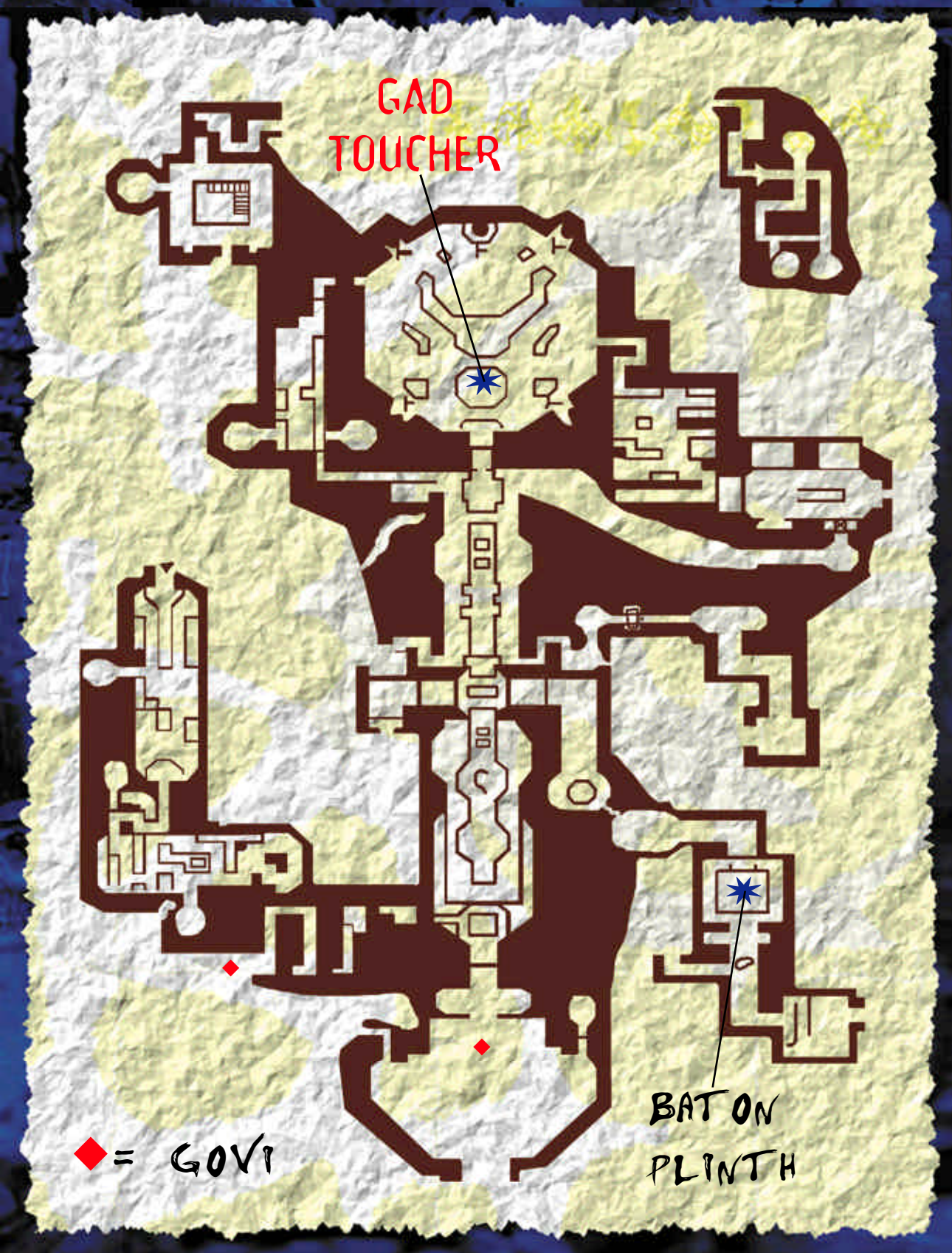
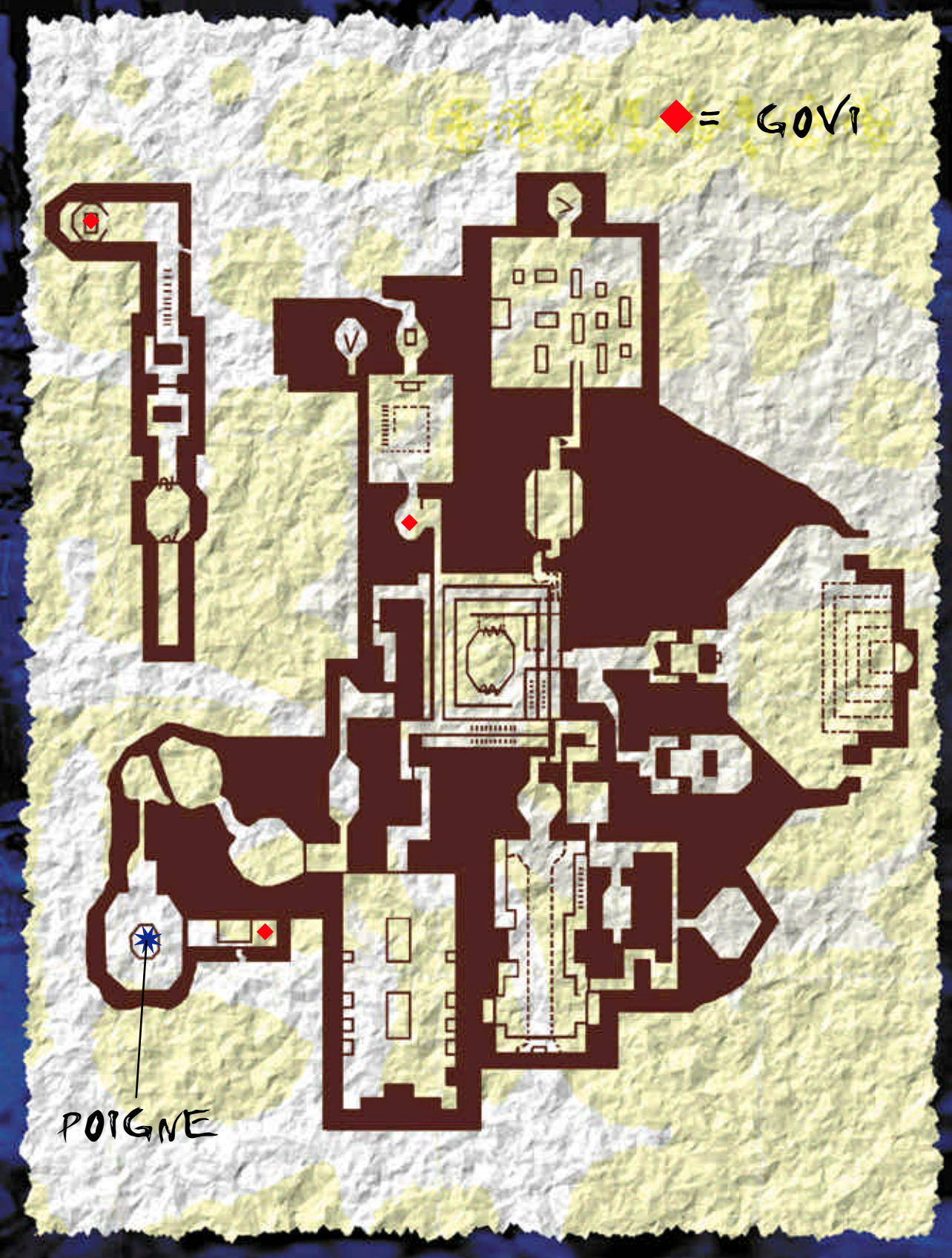
FIRST ENCOUNTERED - SHADOW LEVEL 3- MINIMUM 7 DARK-SOULS



FLAMBEAU

TEMPLE OF FIRE

TEMPLE OF FIRE





The bridge leads you into another room with multiple entrances. The tunnels on the lower level in the water circle around and meet up near a ramp that either a.) heads back to the original room, or b.) or leads to another junction where the tunnel splits yet again. To the right of this junction is a small pool that rests by a waterfall. The path to the left, however, leads to yet another forked trail. To the left of this is a Level Five Coffin Gate, while the path to the right leads to another of those strange "gates" you're probably familiar with by now. You know, the ones that look like they're stretched over with some kind of human-skin, with a big red symbol in the middle of each one? Since you can't open this either, ignore it for the time being and head back to the main room, following the circular ramp up to where another split entrance awaits. To the left you'll see another door with red markings, while to the right is a room with a pool and yet another tunnel. The tunnel leads to a small opening where Shadow Man can jump to a small alcove that holds a Cadeaux. The pool is deep and has a hole in the wall big enough for Shadow Man to swim through. Follow the tunnel until you emerge into another room. In the center of the two waterfalls is a passage that leads to a large stone courtyard. You'll notice two odd creatures of female persuasion, which lie dormant, even if you shoot them. Get

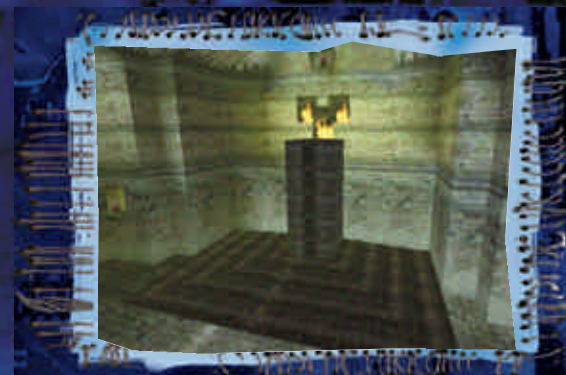
used to seeing these creatures since they're the first two Sisters of Blood you've likely met by now. Trigger the switch that is set in the wall between them and watch as the large stone structure at the other end of the room rises from the ground. At this point the Sisters will come to life.



Strafe as usual and steer clear of the fast-moving arcs of light they project at you. You'll fleetingly notice some Govi set into the wall that can't be reached yet. Head back to the waterfall-room and systematically mount the ramp that lines the perimeter of the room. Blast open the "door" in the wall bearing the same symbol found on the fiery door you encountered earlier in



the game. Head inside and cue two more Sisters (in stasis) and another doorway. You'll come to a room with retracting spiked panels in the floor and masks that spit fire from the walls. There are a number of blocks in the room, all of varying sizes. By finding the correct series of ascending blocks, you should be able to reach the highest one, which holds yet another switch which raises a second stone structure in that big courtyard outside.



The Sisters awaken (of course) and must be dealt with, but don't try to pick them off from above since they have the power of flight. When you're finished eliminating the Sisters, head back to the waterfall-room. At this point, you must continue up the ramp, defeating the various challenges (all of which are fairly straightforward, i.e. hit the switch, kill the Sisters) until the entire stone monolith is fully extended into a perfectly stepped structure. Keep in mind that there are Govi to be found throughout these levels, so keep your eyes open and search thoroughly. You should find a Govi at the bottom



of the pit opposite the switch in the square chamber. While the puzzles are relatively simple, it's the Sisters that present the most difficult challenge, as they will appear in increasingly greater numbers.

OBTAINING THE FIRST GAD: TOUCHER

You'll know when you've completed all the rooms and hit all the switches when the monolith is segmented into a perfect set of stairs and when the flames that burned at the top are extinguished.



When you get to the top of these steps you'll receive another memory on the Teddy Bear screen. Kinda handy — you'll be coming back here more than once. Where the flame once burned now sits a Govi, along with a couple of jars. You'll also see an eye-shaped portal as you emerge into a room with rotating scythes and swinging pendulums. Timing is the key to get past this trap since the pendulums can knock you into the fire-pits below! But you're



a Voodoo veteran by now, so get crackin'!

The next room has a platform that must be jumped from to reach the other side. The only danger is over-jumping the center platform and landing in the liquid hot magma down below. The following room looks relatively simple, except that the differently patterned sections of the bridge will tend to collapse, so be careful. Four Govi sit in open "windows" but cannot be reached presently, so keep moving or you'll get hacked to pieces trying to line up your jump to them.



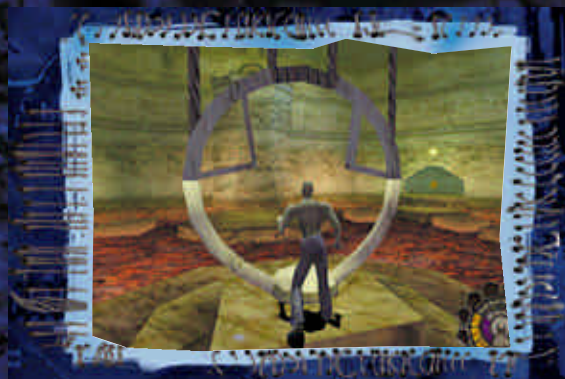
Head through the next two "eyes" and you'll come out in an enormous room filled with lava and numerous platforms. Jump to the large platform below. You'll see five switches that need some activating. This will have to be done either clockwise or counter-clockwise, since the straight-ahead jump is too far to reach. The goal here is that with each switch pressed a chain and metal half-circle will lower from the ceiling, closer and closer to the half-circle mounted on the floor.



When you activate any switch at this point, keep in mind that the Sisters may make an appearance. The tricky part is that there is precious little room for maneuvering, so make every shot count before you end up knee-deep in the magma. Also beware of sinking platforms that bridge the gap between the larger platforms. These will sink in a couple of seconds, so get your piggies out of the frying pan and into safety quick. Close to the switch on the top-left side of the room is another of those firedoors (with the corresponding symbol) that burn to the touch.



Ignore this for a moment and continue your efforts to hit all the switches. You'll also be able to see a doorway that lies above eye-level behind a wall of fire. That, too, is inaccessible for now. When you've completed this sequence of activating switches, you'll see the half-circle fully descend and merge with the half-circle on the floor, forming a natural full circle. Now you must walk into the completed circle and watch as Shadow Man undergoes an interesting "transformation".



You'll witness a cut-scene that shows Shadow Man rising into the air, absorbing beams of Voodoo power. When Shadow Man returns to the ground, you'll notice he now has tattoo markings on his arms. He has obtained the Gad Toucher, which allows him to touch (with his hands) any fiery object (i.e. the fiery doors that formerly burned Shadow Man, or the flaming ledges that you saw just moments ago).



Now you can go back, and open all the fiery doors (including the one you just passed) that you couldn't touch before. Follow the path that leads from the pushed-back fiery door/block, and brace yourself for the half-dozen Sisters that fly out of the woodwork. Your goal here is to reach the flaming ledge at the top of the room and climb in the doorway, which will lead you to another Govi. Once you've gotten that, head back into the main chamber and cross the platforms. Get yourself over to the other side of the



room where you see the wall on fire. Here you can jump up to the flaming ledge, shimmy to the right and climb up into the doorway. With a little exploration you'll locate another Govi. Isn't that awesome? Now go back and use Luke's Teddy Bear to visit Nettie. In fact, after just about every area you clear is a good time to see Nettie, since that hot aging chick always has something interesting to say.

- IN THIS SECTION, YOU SHOULD HAVE:**
- Raised the ziggurat structure using the 6 switches,
 - Collected 1 Dark-Soul
 - Climbed the steps and collected 1 Dark-Soul
 - Endured the swinging hammers
 - Entered the Gad Chamber, obtained the Gad Toucher
 - Collected 2 blocked Dark-Souls from rooms off the Gad Chamber
- Shadow Level 3, Total Dark Souls = 13, Gad Toucher

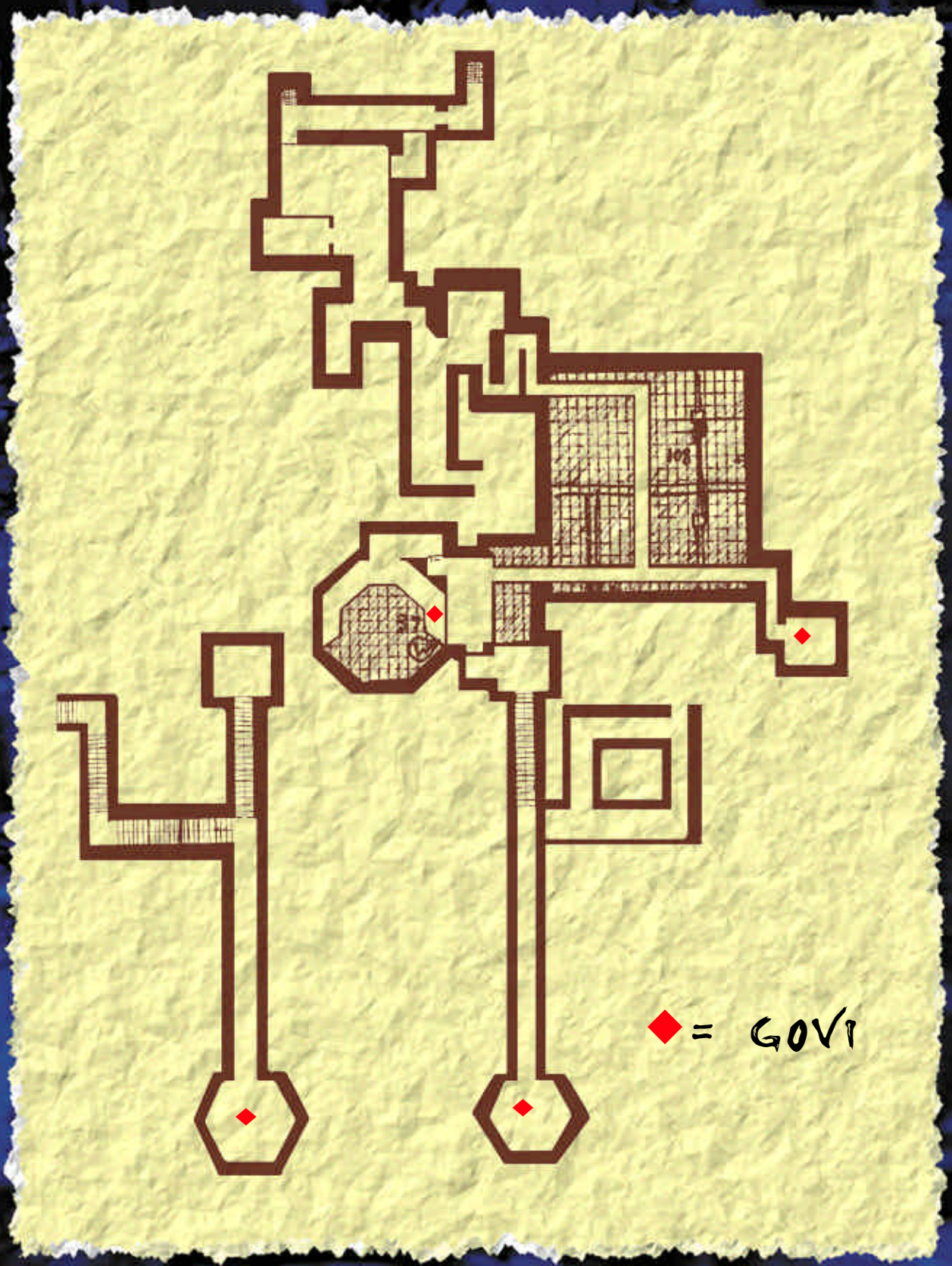
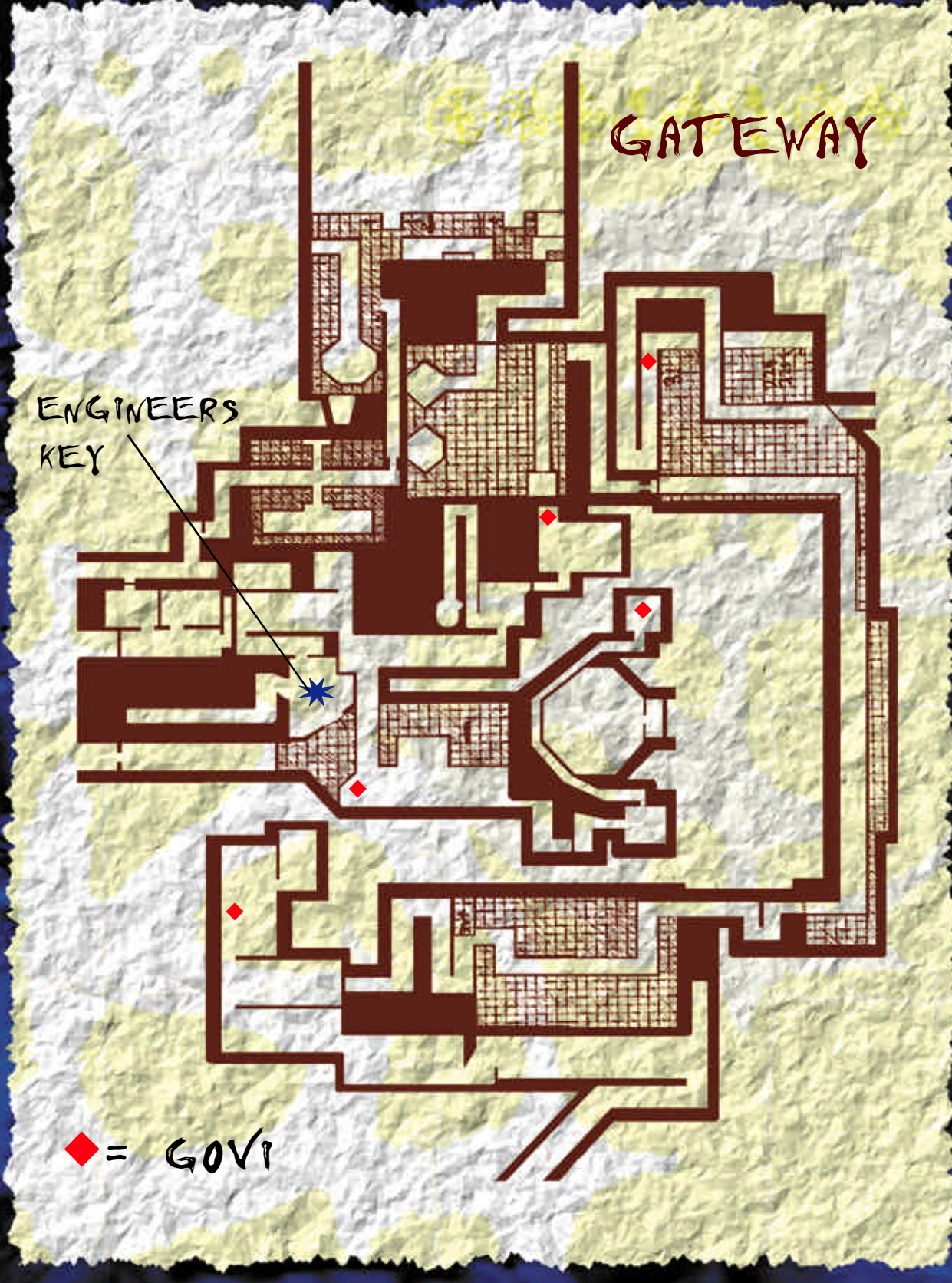
TIPS FROM THE SHADOWMASTER

CLIMBING — Most enemies are merely minor annoyances, But if you have to climb a Bloodfall or rope, kill everything that moves before doing so! Think of it as group therapy: if you blast the group of Deadwings knocking you down now, you won't need therapy later.

FIRST ENCOUNTERED - SHADOW LEVEL 3- MINIMUM 7 DARK-SOULS AND GAD TOUCHER

ASYLUM GATEWAY 2

ASYLUM GATEWAY 2



Once you've obtained the Gad Toucher and found all the accessible items in the Temple of Fire, you'll want to head back to the moat by the



Gateway entrance. When you first came here, if you went to the left side of the pipes in the moat, past the slamming doors, you would have found fiery pipes that you could not pass. Now that you have the Toucher Gad, you can now climb around them. To do this, simply jump and grab the edge of these obstacles and shimmy around to the opposite side.



Once you've gotten across, work your way up the incline. Be wary of the butchers when you enter the room. Shoot any Duppies you see since they may sap your energy. Here you'll see two directions you can take: left or right. To the right is a Govi and some Cadeaux. Hopefully, by now, you've collected over 100 Cadeaux. Once you've gotten over 100, if you go to the Temple of Life, you'll be able to "cash them in" for an extra notch on your life-bar. You can do this for every 100 Cadeaux you collect.



You should also be warned that there is a new form of butcher waiting to slice you up: enter the Organ Grinder. That's right. Free of charge, you can now contend with up to three different hack-tastic butchers. When paired or triple-teamed with a sickle-swinger and a sniper, things can get quite hairy for poor Mike LeRoi. Thank God you're already dead! Anyway, the appearance of the chainsaw maniacs is definitely not a good sign, since these bad boys require quite a few more shots to go down. However, since your Shadow-Level should be steadily increasing, your shots will gain more



power, too. Back in the room to the left are a number of caged Deadsiders. Shoot them if you have to and go for the Govi that waits a few feet past them. You should now be up to Level Four on the ol' Shadow-Meter. When you get to the end of the hall, you will have to make either a left or right. If you head to the right, you'll eventually come to the suspended platform that held the Govi you saw from the entrance to the Gateway. You

can either jump to the railing and shimmy across (from the boxes set to the side), or you can jump up and walk across the railing, tightrope style. When you get to the platform, obviously drop down and get the Govi. The tricky part is getting back up and scrambling across to the other side.



In the event that you fall down into the main courtyard, simply head back across the pipes by the drawbridge and make your way back up. On the other side of that railing, however, are three Cadeaux, so it's certainly worth your while to pick them up. Where you

made the right to the suspended platform, if you chose the left instead, the path you'll take splits yet again (there's a lot of path splitting isn't there?). To the left where the path splits is a control room with a couple of butchers, but nothing to gain besides some new friends. To the right is a sniper who shouldn't be much of a problem, but there is also a Govi located in the turret overlooking the courtyard, so you'll definitely want a piece of that.

Now that you've conquered this part of the Gateway, go back to the Temple of Fire in search of the Poigne.

- IN THIS SECTION, YOU SHOULD HAVE:**
- Taken left route from moat, Followed past Flame Pipes
 - Collected 2 Dark-Souls, Went up to Shadow Level 4 (15 Dark-Souls)
 - Collected 2 more Dark-Souls Shadow Level 4, Total Dark Souls = 17, Gad Toucher

ANECDOTE FROM ACCLAIM STUDIOS TEESSIDE

The Asylum is indeed based upon the painting "The Tower of Babel" by Pieter Bruegel — painted in 1563. (A copy of it used to hang in our offices many years ago, before we came to Acclaim Studios Teesside, and one thing we wanted to do was to create a game that took you into a place like that.)

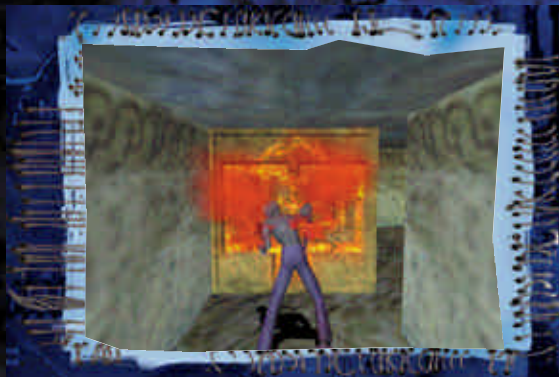
TIPS FROM THE SHADOWMASTER

ASYLUM GATEWAY — After dying for the 665th time, that blinding rage will be replaced by eternal emptiness. Now you really know what it's like to be immortal. But have no fear, after you obtain the Engineer's Key, the spontaneous weeping should cease.

OBTAINING THE POIGNE

CLEAN UP PHASE 1

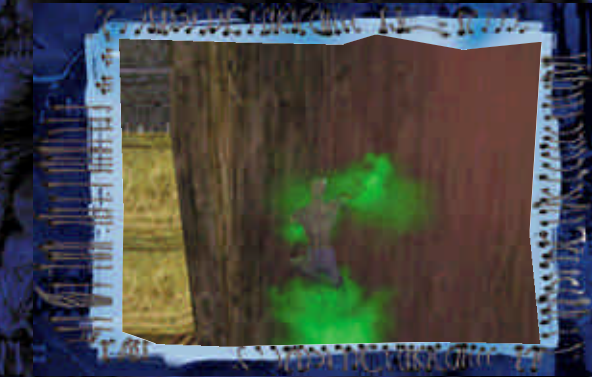
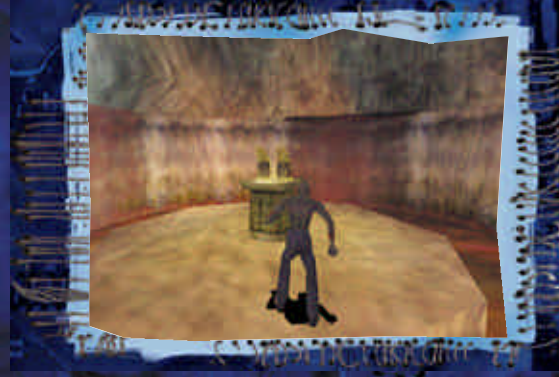
**FIRST ENCOUNTERED - SHADOW LEVEL 4-
MINIMUM 15 DARK-SOULS**



Now, since you've completed several important tasks, go back to the main room in the Temple of Fire with the spiraling, spiked walkways. At the top, behind the Firedoor, you'll find a Level 4 Coffin Gate, behind which you'll find the Poigne.



The Poigne is especially handy since it will allow you to climb any of the "Bloodfalls" in the game (you know, the cascading maroon waterfalls where loads of Govi await your harvesting?). There are two more Govi on this level that are now accessible. There is one just beyond the chamber where you get the Poigne and a sec-



ond atop the Bloodfalls that pour into the chamber with the spiraling, spiked walkways. Once you have obtained both Dark-Souls, your mission here is now complete.

IN THIS SECTION, YOU SHOULD HAVE:
 -Went right at top of spiral staircase chamber, found Poigne behind Level 4 Coffin Gate
 -Collected 2 Dark-Souls atop Bloodfalls (1 off main chamber, one beyond Poigne)
 Shadow Level 4, Total Dark-Souls = 19, Poigne, Gad Toucher

At this point in the game (now that you've reached Shadow-Level Four and obtained both the Poigne and the Gad Toucher), you can travel back to a few levels you've formerly visited and pick-up Dark-Souls that were previously inaccessible. The levels and locations of those Dark-Souls are as follows:



1-Deadside: Marrow Gates — Chamber of Prophecy: One behind the fiery push block.

2-Deadside: Marrow Gates : One atop Bloodfalls near the broken bridge past Jaunty. One near start of the level.



3-Deadside: Wasteland: Four atop various Bloodfalls.

4-Deadside: Wasteland — Temple of Life: One from behind burning block near main door. One from behind burning block near back door.

You should now be powered up to Shadow-Level Five. Head back to the Paths of Shadow and open the Level 4

IN THIS SECTION, YOU SHOULD HAVE:
 -Collected 9 Dark-Souls on various levels
 -Went up to Shadow Level 5 (23 Dark-Souls)
 Shadow Level 5, Total Dark Souls =28, Poigne, Gad Toucher

Coffin Gate. After doing that, follow the Paths to the next area ... the Cageways. It's time to collect the second piece of L'Eclipser — La Soleil.

ANECTDOTE FROM ACCLAIM STUDIOS TEESSIDE
 The English speech of both Marco Cruz and Milton Pike (played by Corey Johnson) was recorded in one take, during a single fifteen minute recording session.

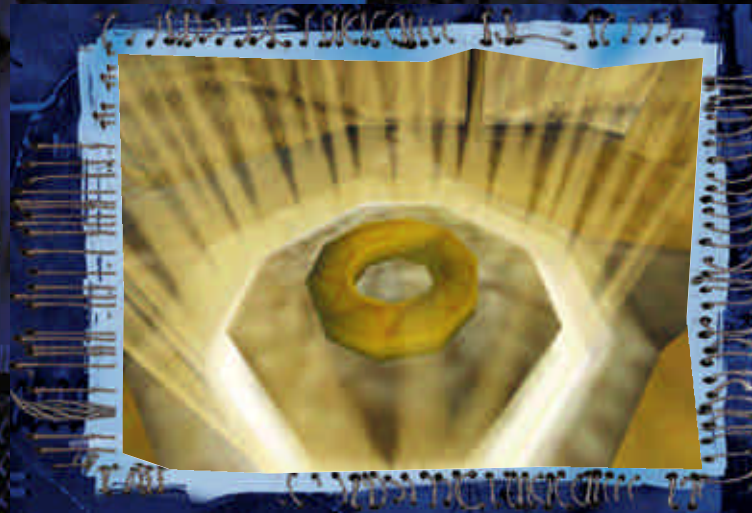
OBTAINING LA SOLEIL

CAGEWAYS

FIRST ENCOUNTERED - SHADOW LEVEL 5-
MINIMUM 23 DARK-SOULS

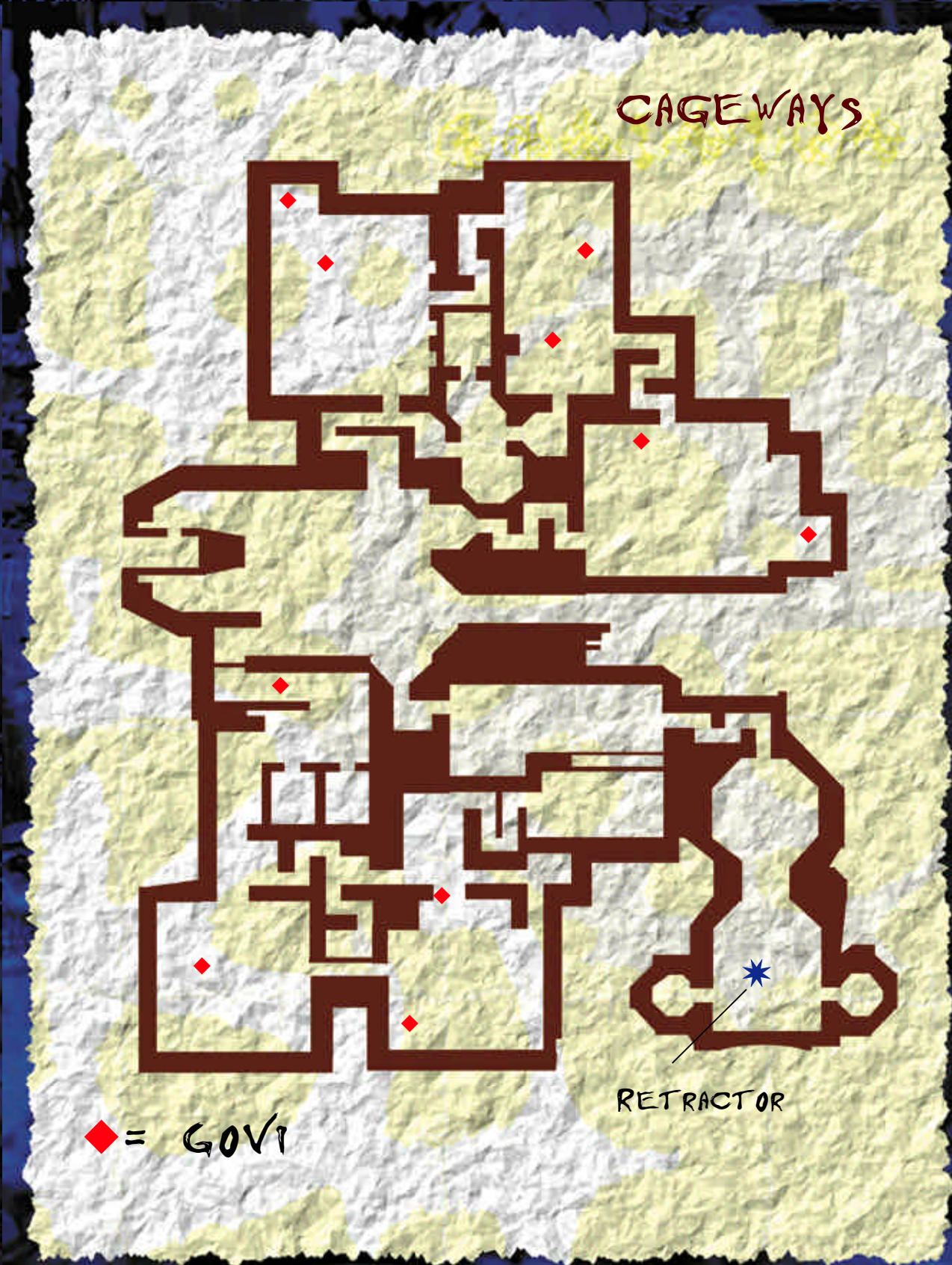
Now would be a good time to find and obtain the second piece of L'Eclipser — La Soleil. To do this, make your way back to the Paths of Shadow to where the skin-bridge waits and then (after opening all the Flambeau doors) look for the Level 5 Coffin Gate and open it. Inside you'll find La Soleil, the second part of the L'Eclipser. Continue on, drop down the shaft and head across the skin bridge. Prepare to embark on the second part of the Cageways.

IN THIS SECTION, YOU SHOULD HAVE:
-Entered Level 5 Coffin Gate
-Obtained La Soleil
Shadow Level 5, Total Dark Souls = 17, Gad Toucher



LA SOLEIL

FIRST ENCOUNTERED - SHADOW LEVEL 4 - MINIMUM 15 DARK-SOULS



◆ = GOV1

RETRACTOR



When you get to the Paths of Shadow, you'll want to go back to where you found the Level 4 and 7 Seven Coffin Gates. Crack open the Level 4 Gate and follow the path. You'll find a Level 5 Coffin Gate and a skin bridge. Take the bridge through the Paths of Shadow and you'll come to a split-level room. You've come to the Cageways!

frag the Deadsiders and shimmy along the fence to the space in the blocks.



Vault into the next area, dispatch the Deadsiders and grab the cable that spans the courtyard.



Now within the split-level room, you'll notice some barrels and a set of drums below that you're sure to recognize from a similar set-up in the Deadside Gate area. The path that

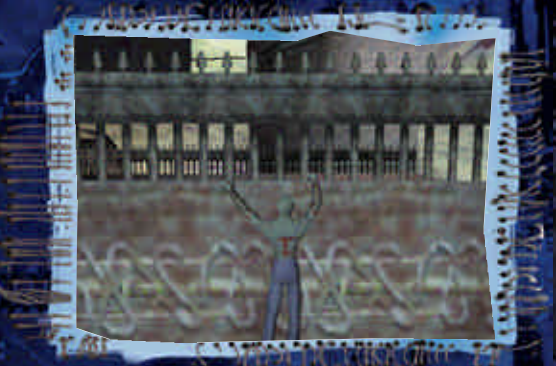
Climb across to where you see a train and a doorway. Head through the doorway and grab the various items (including a Govi on the upper floor) and then go back to the train. Head inside and make your way through the multiple cars of the train. At the far end you'll see a mechanism where you'll need to use the Engineer's Key. Flick the switch and start the horrific choo-choo on its merry way. When the train grinds to a halt, exit the door and deal the happy henchmen a quick and early exit from this world. Suck their souls up (if you need to, that is!) and take a look around. You've reached the Cageways.



leads up will bring you past a marked door, while the incline that extends from there will lead you to a steep drop. Pinch your nose and drop down,



When you first get to the Cageways you'll wonder why it's called that. Remember that patience is a virtue. If you look around (and it's





not that hard to do) you'll see a suspended trolley like the one you took inside the Gateways. Anyway, forget that thing for now and turn right to find the rectangular sliding doors instead. Delete the chainsaw-psycho that rushes you and head down the stairs. As



you grab the Govi, you'll see a switch exactly like the ones you've been pulling all this time. Unless you want some unwelcome company, don't pull it. It'll only unleash some more maniacs for you to deal with. Next, look for a suspended cage that comes sliding into the room. Wait by the sliding doors for the cage to pass through. This is the only time the door opens so be quick ... or you might have to wait for the cage in either direction.

Pass through and wait until the second set of doors opens and head into the adjoining room. Here you'll find an area crowded with columns, pipes and butchers. Dispense these freaks as you would any others and look for the switch and hit it. Then look for the door near the stairs on the opposite corner. Head down the bloody hallway and prepare for a butcher-rush of snipers, chain-



saw-buddies and sickle-psychos.

At the bottom of the stairs is a locked door. At the top of the stairs is a series of cages you must jump across to reach the Govi. Now head back into the other room and mount the stairs. You'll need to jump up on to the railing in order to jump on top of the moving cage. At the other side, drop to the ledge where you see the barrel. Now wait for the cage to come all the way back to where you're standing. As soon as it leaves again, jump up and grab the cable that it runs on. Grapple along the cable and drop to the crates opposite the boxes that the Govi sits atop. Once you've gotten the Govi, head back to the "room" where you first arrived.



Right outside the sliding doors is a slight ledge. Slight, but protruding enough for you to get a grip on it. Before you clamber across to the alcove to the left, snipe the guard pacing back and forth to save yourself a lot of headache. Following the snipe-session, crawl left along the ledge, and pull yourself up to the platform.



Head through the door and you'll see a water-filled room with a circular structure in the center. From this circular platform, jump across to the ramp on the far side. Blast the goons on the other side and dart down the stairs. Okay, you don't have to "dart," but go down anyway. Climb up the boxes on the other side and use the Engineer's Key in the lock-box. Look to your left and run down the hallway. Unlock the next box and head through the door. You'll come out into a vast room filled with bricked-in stained-glass windows.



Watch for the snipers who will instantly target you from the far side of the room. Run along the ledge if you need a breather, otherwise, jump down and deliver a swift death to the snipers



below. Run up the stairs and you will find in your possession the Retractor. Now head back to that Engineer's Key-opened airduct and go left. Use the second Engineer's Key box on that ledge to move the beam across to the other side of the room. Then cross across the beam when it's on the left side of the room and jump over the control consoles. Go out the door and down the steps, cross the next room and jump out of the window into the opposite cage. Snatch the Govi you find there.



Following this, use Luke's Teddy Bear to warp back to the Cageways entrance. When you get back you'll find that you could probably cross those fiery protrusions from the pipes and make your way to the other side. Cross the Touch Gad pipes, then head through the next room, all the while avoiding being knocked into the lava by the moving cages. Then leap with joy as you take the Govi in the nearby control area.



Now head to the trolley and take a free ride. When you arrive to where the trolley delivers you, run down and then

FIRST ENCOUNTERED - SHADOW LEVEL 4- MINIMUM 15 DARK-SOULS

up the pair of parallel stairwells that you see. At the top of the second flight you'll see a couple of drawings scribbled in crayon lying on the floor. One picture shows Mike and his brother Luke, while the other is a crude rendering of a Dark-Soul.



but Shadow Man must find out for himself, so off you go. Further down the hallway are some more drawings, this time covered with the representative symbols of the five Serial Killers. "Round the next corner you'll come to a doorway, on the other side of which is yet another doorway. Burst through and you'll switch to the creepiest cut-scene thus far in the game. Not only will you hear Luke crying out for Mike's help, but you'll see the dead little boy, as well. If you're not sufficiently covered in a sheet of goosebumps by this point, you're probably dead yourself. Welcome, friends, to the Asylum's Engine Block.

Take a few steps further and get ready for one of the eeriest moments in the whole game. Luke calls out to Mike, beyond simply saying "C'mon, slowpoke," and implores Mike to help him. Is it really him? Luke's dead, but this is Deadside after all. Nettie would warn Shadow Man not to be so easily fooled by the forces of Legion and Deadside,

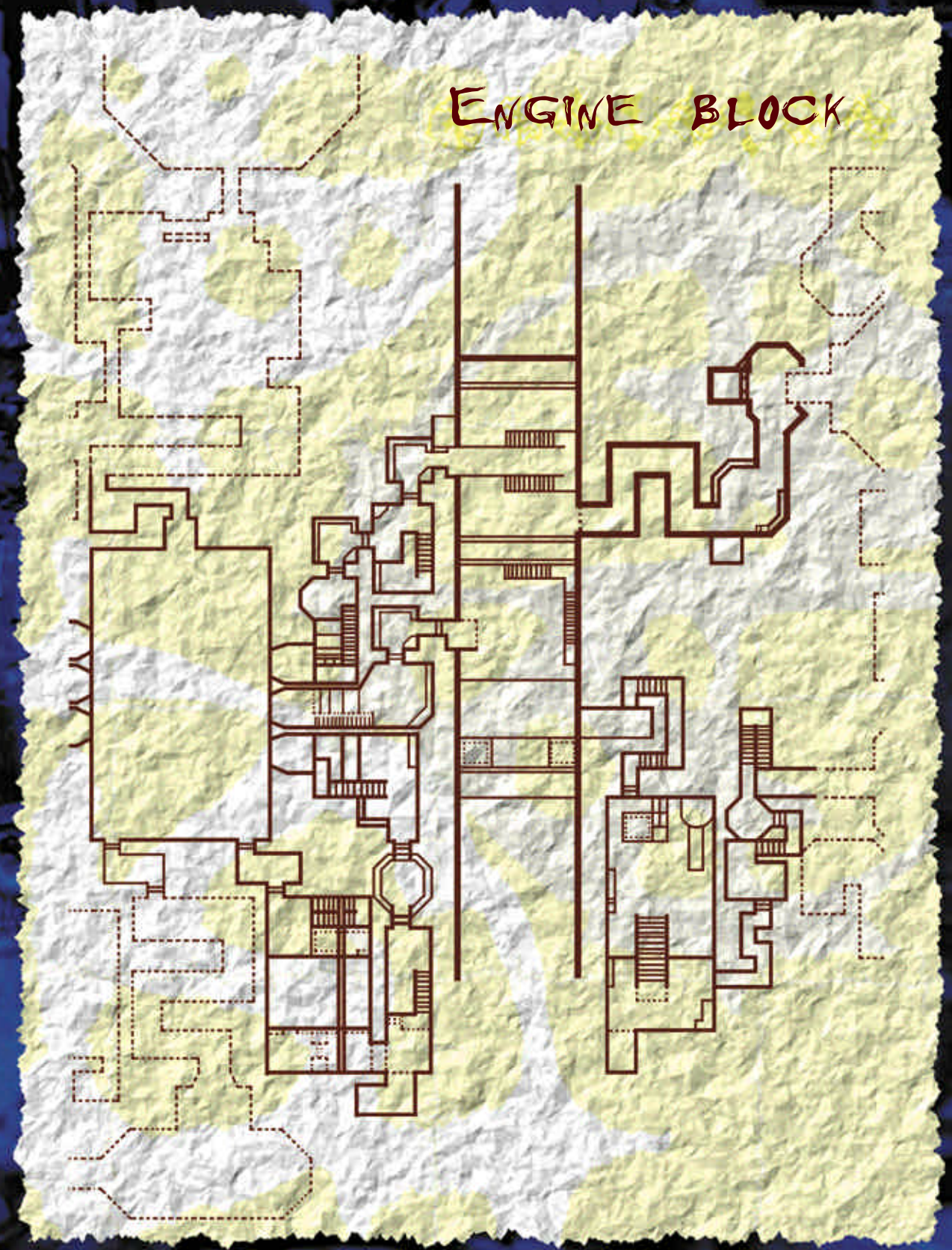


- IN THIS SECTION, YOU SHOULD HAVE:**
- Collected 5 Dark-Souls
 - Crossed circular flame pipe (Gad Toucher barrier), collected 1 Dark-Soul
 - Collected first Retractor
- Shadow Level 5,
Total Dark Souls = 34, Poigne,
Gad Toucher



ANECDOTE FROM ACCLAIM STUDIOS TEESSIDE

Shadow Man has been translated into several different languages. Five language versions of the audio were recorded for Europe including English, French, Italian, Spanish and German. It has also been text translated into Brazilian, Portuguese and Japanese.



When you emerge in the first room of the Engine Block, forget Luke for a moment and get a grip on the different paths available. To the right is the door you just came from, while to the left is another door. Straight ahead are a series of churning pistons. Ignore the pistons, since they are too far away to jump to and you cannot climb on top of them, either.



Instead, take the door to your left. After passing through another door you'll come across a new adversary, the Surgeon! This is a quicker variant of the sniper, but stick to the usual strafing tactics and you'll be fine. Walk (or jump) down the ramp for power-ups, and then run back up and cross the gap via the cable that stretches across. After you land, watch out for more snipers. To the left of the only available path is a locked door. To the right is a ramp. Head down the ramp and through the door straight ahead (there's an alcove under the ramp, but there's nothing there). On the other side of the door is a small

room that is reminiscent of the Asylum Gateway. Keep moving until you get to the room with a large fence on the left and a ramp on the right. Go up the ramp and head through the door (being careful of the sniper on the other side). Deal with the sniper and continue on until you find the three



lock-boxes. Put the Engineer's Key to good use and watch as the clear pipes in front of you fill up with purple goop (Shadow-Power?). In keeping with the adage "too much is never enough", hit all of the lock-boxes twice, so that these tubes fill completely and the numbers read "5 5 5". Back in the main room you'll find that the first piston has stopped churning, enabling you to climb on top of it, but not past the next one.

IN THIS SECTION, YOU SHOULD HAVE:
 Stopped the first engine piston with the combination "5 5 5"
 Shadow Level 5,
 Total Dark Souls = 34,
 Poigne, Gad Toucher

ANECDOTE FROM ACCLAIM STUDIOS TEESIDE

"Cadeaux" is French for gift ...

SOLVING THE L'ECLIPSER PUZZLE

Now go back to the Bayou Paradis level and show Nettie the second piece of the L'Eclipser. She'll say "great, but we need three pieces, genius," well, not exactly, but she will send you off in search of the third piece, nevertheless. Warp to the Paths of Shadow: Prophecy Chamber and head down past the Coffin Gates to the spiraling descent where the path leads to the Level 4 Coffin Gate by the lava pit. Locate the Level 5 Coffin Gate and head on through, brave explorer. Take the skin bridge to your next challenge back in the Prophecy Chamber.

IN THIS SECTION, YOU SHOULD HAVE:
 Visited Nettie for vital information on L'Eclipser Shadow Level 5,
 Total Dark Souls = 34,
 Poigne, Gad Toucher



L'ECLIPSER

TIPS FROM THE SHADOWMASTERS

CAGEWAYS — Here's a great and useful hint: There is a way to get all the Dark Souls in the Cageways without the Gad Marcher, but you'll have to risk a fiery demise. (C'mon, reincarnation is great for the soul!)